

# Execution time speedup over serial kernel scheduling

Block size:

● 1D=32, 2D=8

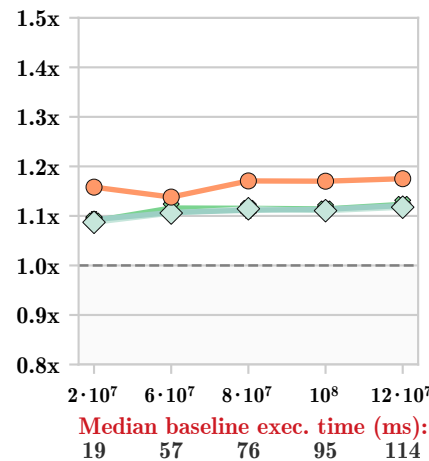
✕ 1D=128, 2D=8

◆ 1D=256, 2D=8

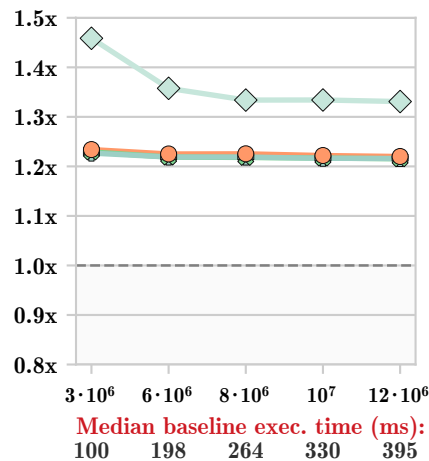
+ 1D=1024, 2D=8

Speedup over  
serial scheduling

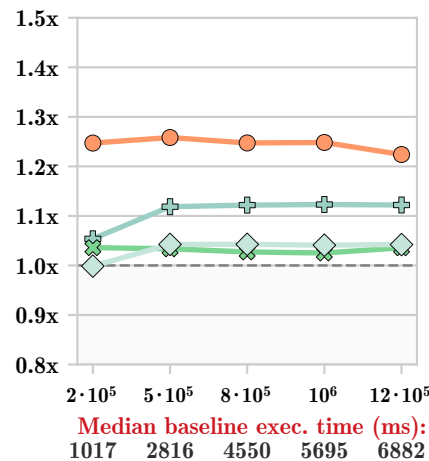
## Vector Squares



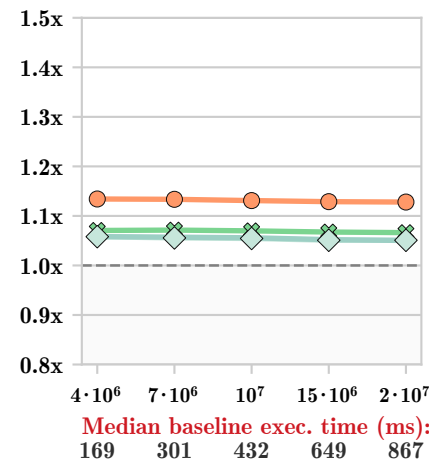
## B&S



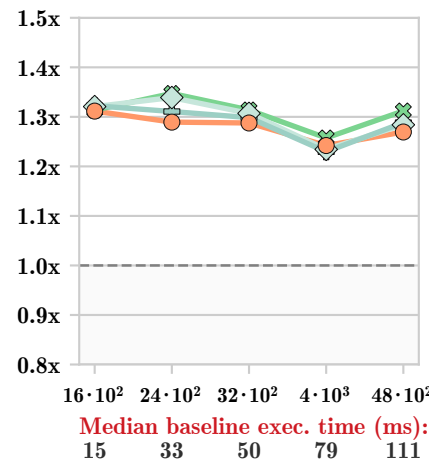
## ML Ensemble



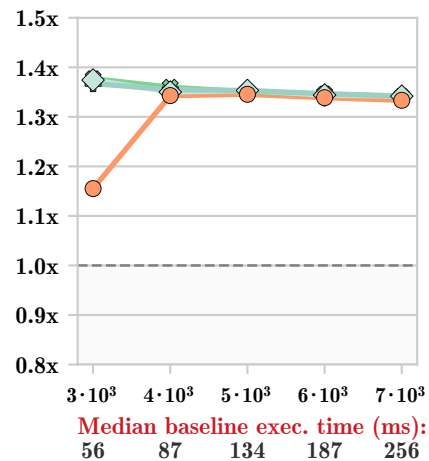
## HITS



## Images



## DL



Input number of elements